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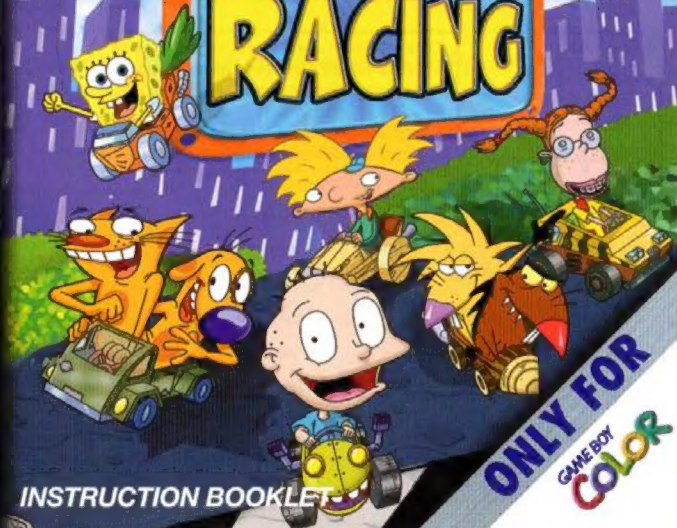
GAME BOY COLOR

NICKELODEON

NICKTOONS

RACING

CGB-BNTE-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

Table of Contents

Thank you for purchasing NICKTOONS™ RACING for the Nintendo® Game Boy® COLOR System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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Introduction

Rev up your engines and get ready for the wackiest racing game ever created for the Nintendo® Game Boy® COLOR System! In NICKTOONS™ RACING, compete in a go-cart style race against some of Nickelodeon's most beloved animated characters. Race on a variety of tracks, based upon four of Nickelodeon's premiere animated television programs, with the likes of The Wild Thornberrys™, The Angry Beavers™, SpongeBob SquarePants™ and The Rugrats™. Compete against your friends or the computer as you battle for the lead at every turn, and drive onto victory! So what are you waiting for? Rev-up those engines!

Good Luck!



On Your Mark!

To get started with NICKTOONS™ RACING, please begin with the following:

1. Make sure your Nintendo® Game Boy® COLOR System is turned off.
2. Plug the NICKTOONS™ RACING Game Pak into the Nintendo® Game Boy® COLOR System.
3. Turn on your Game Boy. In a few moments the Hasbro Interactive Logo Screen should appear.
4. Press START until the main option Screen appears.



Title Screen

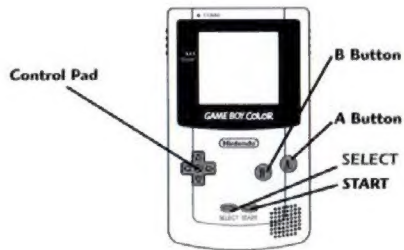


Controller Functions

The following details the basic controller functions:

- * Control Pad LEFT - Steers your car toward the left.
- * Control Pad RIGHT - Steers your car toward the right.
- * A Button - Causes your car to accelerate.
- * B Button - Causes your car to brake.
- * Start - Pause / unpause game

(While in Pause Mode, you may select to continue or quit the current race)



Main Options

On the Main Option Screen, you may start a new game or continue playing at the last completed race. To continue a previous race, you must enter the password obtained during the previous play.

- * Press UP/DOWN on the Control Pad to highlight either Option.
- * Press the A Button to select the desired Option.



Main Option Screen



Passwords

If the Enter Password Option has been selected, the Password Entry Screen will appear.



Password Entry Screen

- * Press UP/DOWN on the Control Pad to select the available characters.
- * Press LEFT/RIGHT on the Control Pad to move the on-screen cursor.
- * Press START to enter the desired password.

Password Entry Line

Cursor

If an invalid password is entered, the Main Option Screen will appear. If a correct password is entered, the Main Game Screen will appear.



Game Modes

On the Game Option Screen, you can choose to drive in either Quick Race Mode or Championship Mode.

Quick Race Mode

In Quick Race Mode, you can race on any track in any of the four Program Environments.

Championship Mode

In Championship Mode, you must compete on each track in each of the four Program Environments in a specific order.



Game Option Screen

- * Press UP/DOWN on the Control Pad to highlight either Option.
- * Press the A Button to select the desired Option.



Player Selection

On the Player Selection Screen, you can choose the number of players who will race against the computer-controlled cars. You may select up to four players by doing the following:

- * Use the Control Pad to move the shifter to the desired number of players.
- * Press the A Button to select.



Player Selection Screen



Character Selection

The Character Selection Screen allows you to choose which Nickelodeon character to control. The available characters are:

Character

Tommy
Eliza
CatDog
Arnold
SpongeBob SquarePants
Dagget
Norbert

Program Affiliation

The Rugrats™
The Wild Thornberrys™
CatDog™
Hey Arnold!™
SpongeBob SquarePants™
The Angry Beavers™
The Angry Beavers™

- * Press LEFT/RIGHT on the Control Pad to view the available Characters.
- * Press the A Button to select the desired Character.

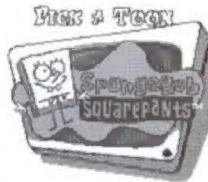
If more than one player is racing, this procedure will need to be repeated for each additional player.



Program Selection

The Program Selection Screen allows you to choose which Nickelodeon Program Environment to race in.

- * Press LEFT/RIGHT on the Control Pad to view the available Program Environments.
- * Press the A Button to select the desired Program Environment.



The Starting Line

In NICKTOONS™ RACING, only one player races at a time, no matter how many players are in the game. When more than one player is racing, each player enters a separate race starting with Player 1 and proceeding in order to the next player. Except for the player who is currently racing, all of the other cars are controlled by the computer.

From the second race onwards, the player that wins the current race will be the first driver to enter the next race.

NICKTOONS™ RACING is played by single elimination rules. If the current player doesn't reach the finish line within the time limit, or if the current player doesn't finish the race among the top three positions, that player will be eliminated from the race. When playing two or more players, only the players who are not eliminated will be able to go on to the next race. If all of the players are disqualified from the race, the game is over.



Power Ups

While racing, you will find various objects scattered on the track to help you win the race. These include:



Checkered Flag

Picking up this object will cause your car to have a faster top speed for a few moments.



Alarm Clock

Picking up this object will add more time onto the Race Clock.



Wrapped Package

Colliding with this object will decrement the Lap Counter by one, giving you a free lap.



Stop Sign

Colliding with this object will stop all the opponent cars for a few moments.



Splat

Colliding with this object will slow down all the opponent cars for a few moments.



Milk bottle

Colliding with this object causes all the opponent cars to lose traction.

Power Ups



Racing Screen



Signing In

On the Name Entry Screen, you can enter your name by doing the following:

- Press the Control Pad UP/DOWN to move forward/backward through the letters.
- Press the Control Pad RIGHT to move to the next letter.
- Press the Control Pad LEFT to move back to the previous letter.
- Press START to enter the displayed name.

If more than one player is racing, this procedure will need to be repeated for each additional player.



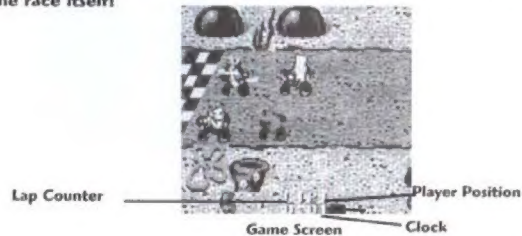
Name Entry Screen



Start Your Engines!

- When the Racing Screen appears, the cars will be positioned at the starting line. Your car will flash on and off until the race begins.
- At the bottom portion of the screen the race clock will countdown to the start of the race. When the buzzer sounds, the race will begin. The clock will now begin counting down the remaining time. Above the clock appears information regarding the number of remaining laps as well as the current player.

While racing avoid obstacles as well as the other vehicles. Bumping into these will cost you precious time, or maybe even the race itself!



Race Victory!

At the successful completion of the race, the Race Victory Screen will appear. On this screen you will be awarded a trophy representing your finishing position in the race.



Trophy Screen



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NOTES

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Epilepsy Warning



WARNING

READ THIS NOTICE BEFORE YOU
OR YOUR CHILD USE THIS SOFTWARE



CAUTION

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing light patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

Repetitive Strain Statement CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should **ALWAYS** take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrists or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

CAUTION

- * This software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase TMLPC code) within the 90-day warranty period to:

Majesco Sales, Inc.
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Edison, N.J. 08857

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